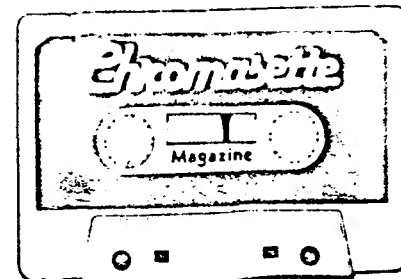


hit me again, please...

For some reason, the burden of scape-goatism has shifted subtly from Tom and Grady to me. But I'm such a nice guy(?). I don't harass people (much). It's time for an excuse. It's hard for me to keep believing that I am the one in control, when in reality I'm the only one completely lost. So what do we do? We acquire another person who, right off the bat, gives me a hard time AND tries (unsuccessfully) to steal my desk. You fit right in, Kim...



P.O. Box 1087,  
Santa Barbara, CA 93102  
(805) 963-1066

May 1983

```
*****
*
*  Filename      English Translation      PMODE PCLEAR  Locations
*
*  DISCOVER      Design Cover              3      4      7/142  5/119
*  BALLOONS      Balloons                  3      4      24/156 16/133
*  ANDREA        Andrea Doria Adventure      (0)    (1)    46/171 32/151
*  KEEPADDR      Keep Address                0      1      75/194 55/180
*  MAZE          The Maze                  4      4      94/210 71/203
*  GREMLML       Gremlin (CLOADM EXEC)      (2)    (4)    108/221 84/218
*  GREMLIN       BASIC Driver (for Gremlin) (2)    (4)    120/231 95/234
*  ★ DELETER      Deleter (16211 CLOADM EXEC) (2)    (4)    135/243 111/254
*
*  Locations are for R/S recorders. If the first copy of a program
*  won't load, try the second. If neither copy loads, return the tape
*  for disciplining and a prompt replacement. If you get an OM, FC,
*  or SN error while loading or running a program, you probably have
*  to enter the PMODE and PCLEAR values for the program directly from
*  the keyboard. (Values in parenthesis are not set in the program).
*  * These programs may use high speed. Be sure that the computer is
*  slowed down again before doing I/O to tape or disk (POKE 65494,0).
*  ★ 32K VERSION ON TAPE "FIRST" -- 16K VERSION ON TAPE "2ND"
*****
```

One thing after another - Design Cover (by James Ventling) puts a design on the screen, goes to our disclaimer, then continues drawing.

One for us kids... You move your 'catcher' to intercept the Balloons (by Daniel Hamilton) released by the clown. You can use the arrow keys or the right joystick to move your catcher.

For those of you using the arrow keys with Balloons, you can get the 'catcher' to move continuously when you hold the arrow keys down by changing `AS=CHR$(8)` in line 510 to `PEEK(343)=247` and by changing `AS=CHR$(9)` in line 520 to `PEEK(344)=247`.

More blarney - Find jewels by going on an Andrea Doria Adventure (by Craig Fusaro). Use one or two word commands to do things (ie: LOOK TABLE, INVENTORY) and F, A, P, or S (fore, aft, port, or starboard) to move a direction.

Adventuring notes: 1) To go up ladders, through hatches, etc. type `GO _____` (ie: GO LADDER). 2) You can use 3 letter abbreviations for commands (ie L00 B00 for LOOK BOOK). 3) If you have 16k, you must type `PMODE 0: PCLEAR 1` from the keyboard before loading the program.

Get the printer warmed up, 'cause here comes Keep Address (by Edwin P. Meiners)! With this program you can add addresses, sort them by name, change address, search for addresses, list addresses, print labels, and make two eggs, slightly runny, sunny-side up.

There are 4 types of data fields:

- 1) ADDRESS - Up to four 30 character lines.
- 2) REF NAME - 20 characters. The files are sorted by this field.
- 3) ADDRESS TYPE - 7 characters. Used as a key for printing labels.
- 4) COMMENT - 100 characters.

The Keep Address commands:

**Save File:** Saves file to tape or disk.

**Load File:** Loads file from tape or disk.

**Append File:** Combine files from tape or disk.

**Insert Address:** Adds addresses to the file. Files are inserted in the first available slot.

**Review and Edit Addresses:** Accesses addresses using REF NAMES as the key range. Then the following can be done to the address:

C => Change. Hit <enter> to not change a line, type in a replacement line, or hit <shift up-arrow> to delete an address line.

D => Delete. Deletes an address.

- => Go back an address.

<Enter> => Go forward an address.

<Up-arrow> => Back to the menu.

**Search for Address:** Search for an address based on any portion of the address.

**List File:** Prints a listing of the file to a printer.

**Print Labels:** Gets addresses based on the ADDRESS TYPES range and prints labels (1 or 2 across) for them. Also sets the tab spacing for your particular labels and printer.

**Sort File:** Places file in ascending sequence by REF NAME.

**Stop:** Ends program. Typing CONT<enter> will restart the program from this point without loss of data.

**Note:** When you are asked for REF NAMES or ADDRESS TYPES during Review Addresses or Print Labels, you can either type in a specific key or a range of keys. I.e: Hitting <enter> gives you all of the addresses, typing "CoCo" gives all of the addresses with "CoCo" as a key, typing "-CoCo" gives all of the addresses up to and including "CoCo", typing "CoCo-Dave" gives all of the addresses from "CoCo" to "Dave" inclusive, and typing "CoCo-" gives all of the addresses after and including "CoCo".

**More notes:** 1) The printer baud rate can be changed in line 810. Just set B\$="(your baud rate)" and POKE 150,X (where X is the value from the CoCo manual). For instance, set B\$="1200" and POKE 150,41 for 1200 baud. 2) If you break out of the program by accident or error, type GOTO 60<enter> to reenter the program without losing your data.

Gettin' lost... Using a joystick, you try to reach the door placed in the middle of The Maze (by Andrew Pakerski). There are eight levels of this maze to go through in the least amount of time. So, to move quickly, press the red joystick button! The machine language routine attached to the end of the program really makes you move!!

And I thought it was the neighbor's dog... Gremlin (by Jim Moss) is a machine language game in which you try to shoot the gremlins with your gun that shoots from four sides without letting them touch you. You can use the joystick or the arrow keys to move and the red joystick button or the spacebar to fire. To load Gremlin, type CLOADM="GREMLML"<enter>. To run the game, type EXEC or run BASIC Driver (also by Jim Moss).

**Gremlin notes:** 1) You can make a copy of the program by first loading in Gremlin, then typing CSAVEN="GREMLML",4112,6465,4864<enter> (use SAVEM to save a copy to disk). 2) The game will work from disk. However, when you are through playing on a disk system, TURN YOUR COMPUTER OFF and then back on before doing anything else (the DOS gets lost!). Also, after loading the program, it is a good idea to wait until the drive goes off before typing EXEC<enter> or your drive will continue to run while you play.

**Makin' changes** - The BASIC Driver will allow you to change the parameters (the number of targets, the type of maze, the speed of everything, etc.) in Gremlin. First CLOADM="GREMLML", then CLOAD="GREMLIN", and finally type RUN<enter>. Now, whenever you would like to change the parameters, just hit <break>.

Just a few less comments - With Deleter (by Dipak Patel), you can delete spaces or both spaces and REMs from a BASIC program. The utility sits at the top of 16k, but it is fully relocatable so you can make a 32k

version. Now, in a 16k machine type `CLEAR 200,16211:CLOADM"DELETER"<enter>`, and in a 32k machine type `CLEAR 200,32596:CLOADM"DELETER",16385<enter>`. When you have a BASIC program in memory on which you wish to use Deleter, just type `EXEC<enter>`. You will be asked, "DELETE REMARK STATEMENTS?" If you answer Y then both REMs and spaces will be deleted, otherwise only spaces will be removed.

To save a copy of the program on tape (use `SAVEM` to save a copy on disk), type `CSAVEM"DELETER",16212,16382,16212<enter>` for a 16k version or `CSAVEM"DELETER",32597,32767,32597<enter>` for a 32k version. Note: Once you have made a 32k version, you can just type `CLEAR 200,32596:CLOADM"DELETER"<enter>` to load it.

Note: Deleter will probably not work with any BASIC program that has machine language routines appended to the end of the program (like this month's The Maze).

A word of warning: If you were to type in the following lines, line 10 would run but line 20 would give you an error because the parser would take the variable B in line 20 as `BTHEN`:

```
10 IFA=B THENPRINT"GOOD"
20 IFA=BTHENPRINT"GOOD"
```

If you ran Deleter on the above program, however, the lines would then be:

```
10 IFA=BTHENPRINT"GOOD"
20 IFA=BTHENPRINT"GOOD"
```

and line 10 would STILL run and line 20 would STILL give you an error. Why? The `THEN` in line 10 was tokenized to a one byte symbol (value 167) BEFORE the space was removed, so it is recognized as a reserved word. The `THEN` in line 20 is stored as 4 characters and therefore is not recognized as a reserved word.

Things get weirder, though. If you were to then type `EDIT 10<enter>`, line 10 would be put in an 'edit buffer', where every reserved word gets expanded into a string of characters (ie: the `THEN` would now be 4 characters). Even if you did not change anything in line 10, the next time you ran the program, line 10 would give you an error. The moral? If you edit a program on which you have previously run Deleter, be sure to add the necessary spaces to every line you edit.

A blast on disk...

Last month's Astroblast can be put on disk by making the following changes:

- 1) Delete the `CLEAR50,&H3F00`: in line 30.
- 2) Change every `&H3F` to `&H6F` in lines 530, 590, 840, 850, 860, and 870.
- 3) Change every `&H3` to `&H63` in lines 40 and 100.
- 4) Change the `&H10` to `&H18` and the `&H12` to `&H1A` in line 40.
- 5) Change the first (just one) `,6,` in line 50 to `,14,,`
- 6) Change the first, second, third, and fifth (not the fourth) `,63,` in line 50 to `,111,,`

Just for the record...

The address for the Radio Shack parts house (National Parts) is 900 Northside Dr., Fort Worth, TX 76102 (817) 870-5662.

Diskussing disk versions...

Ok, we can't wait! So we are announcing **CHROMASETTE ON DISK!** The programs on the disks will be the same programs that are on the tapes. However, the programs on the disk version may be modified specifically to run on disk (for instance, this month's Deleter will already be set up for a 32k system on the disk version). Also, there is a very pretty menu program on each disk (utilizing our November 1982 Graph Text utility) which will automatically run the programs (taking care of any `PMODE`, `PCLEAR`, or other quirks). All you have to do is put the disk in the drive, type `RUN"AMAY"<enter>`, and choose the program you want from the forthcoming menu. We will try our darndest to make every program work on disk (to my knowledge, the only program we have not been able to make work is June 1982's Space Ace, but we're working on it).

The cost is \$95 for a year (\$105 overseas), \$55 for 6 months (\$65 overseas), and \$11 for back issues (\$12 overseas, \$11.66 in Calif.). Why does it cost more? It takes longer to duplicate (2 minutes per disk verses 30 seconds per tape), the disks cost more, the packaging costs more, disks are more expensive to mail, they are harder to handle, and we want a profit. But if you like the idea of push-button software, the disk version may be right up your alley.

You can convert your current subscription from tape to disk! If you have 6 issues or less remaining on your subscription, the cost is \$4.20 per month. If you have 7 or more issues remaining, it is \$3.75 per month. To keep your fingers from getting pinched between the keys of your calculator, the amount you need to pay to convert is printed on your mail label (next to the final month of your current subscription). Unfortunately, we will not exchange a cassette you have already received for a disk (unless we made a mistake, which we NEVER, EVER - well, occasionally - do).

=====

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=====

My fingers are tired,

*Dave*  
ed.

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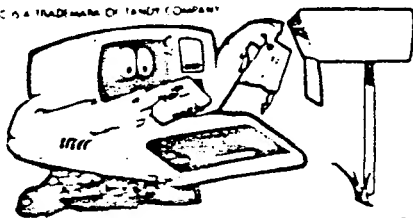
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